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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-31 (Canceled)

32. (Currently Amended) An arm joint wrinkle displaying method which displays an object with ~~one or more of arm joint wrinkles~~one or more arm joint wrinkles on a display, said method comprising the steps of: retrieving an image of said object from a data storage area, and displaying said image of said object on said display, wherein said object comprises an arm, said arm comprises an upper arm, a lower arm, and an arm joint, said upper arm and said lower arm are connected by said arm joint, an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st length which indicates a wrinkle of a certain length is displayed on or near said arm joint, and when said arm joint angle value indicates a 2nd value, ~~said wrinkle image of a 2nd length~~a wrinkle image of a 2nd length which is shorter than said 1st length is displayed on or near said arm joint, wherein said 2nd value is larger than said 1st value.

33. (Currently Amended) An arm joint wrinkle displaying method which displays an object with ~~one or more of arm joint wrinkles~~one or more arm joint wrinkles on

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43 a display, said method comprising the steps of: retrieving an image of said object
44 from a data storage area, and displaying said image of said object on said
45 display, wherein said object comprises an arm, said arm comprises an upper
46 arm, a lower arm, and an arm joint, said upper arm and said lower arm are
47 connected by said arm joint, an arm joint angle value which indicates the angle
48 created by said upper arm and said lower arm at said arm joint is variable, and
49 when said arm joint angle value indicates a 1st value, a 1st amount of said ~~one~~
50 ~~or more of arm joint wrinkles~~one or more arm joint wrinkles is displayed on or
51 near said arm joint, said 1st amount is a whole number, and when said arm joint
52 angle value indicates a 2nd value, a 2nd amount of said ~~one or more of arm joint~~
53 ~~wrinkles~~one or more arm joint wrinkles is displayed on or near said arm joint,
54 said 2nd amount is a whole number, wherein said 2nd value is larger than said
55 1st value and said 2nd amount is smaller than said 1st amount.

56
57 34. (Currently Amended) An arm joint wrinkle displaying method which displays
58 an object with ~~one or more of arm joint wrinkles~~one or more arm joint wrinkles on
59 a display, said method comprising the steps of: retrieving an image of said object
60 from a data storage area, and displaying said image of said object on said
61 display, wherein said object comprises an arm, said arm comprises an upper
62 arm, a lower arm, and an arm joint, said upper arm and said lower arm are
63 connected by said arm joint, an arm joint angle value which indicates the angle
64 created by said upper arm and said lower arm at said arm joint is variable, and
65 when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st
66 length which indicates a wrinkle of a certain length is displayed on or near said

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arm joint and a 1st amount of said ~~one or more of arm joint wrinkles~~one or more
arm joint wrinkles is displayed on or near said arm joint, said 1st amount is a
whole number which includes the number of said wrinkle image of said 1st
length, and when said arm joint angle value indicates a 2nd value, ~~said wrinkle-~~
~~image of a 2nd length~~a wrinkle image of a 2nd length which is shorter than said
1st length is displayed on or near said arm joint and a 2nd amount of said ~~one or~~
~~more of arm joint wrinkles~~one or more arm joint wrinkles is displayed on or near
said arm joint, said 2nd amount is a whole number which includes the number of
said wrinkle image of said 2nd length, wherein said 2nd value is larger than said
1st value and said 2nd amount is smaller than said 1st amount.

35. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
~~29~~claim 32, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
wrinkles is/are produced by utilizing a texture mapping method.

36. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
~~29~~claim 32, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
wrinkles is/are displayed by utilizing light colors and dark colors.

37. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
~~29~~claim 32, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
wrinkles indicate one or more of wrinkles generated on a fabric.

38. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~

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91 ~~29claim 32~~, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
92 wrinkles is/are not displayed when said arm joint angle value indicates a 3rd
93 value.

94
95 39. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
96 ~~29claim 32~~, wherein the height of said ~~one or more of arm joint wrinkles~~one or
97 more arm joint wrinkles vary in accordance with said arm joint angle value.

98
99 40. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
100 ~~30claim 33~~, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
101 wrinkles is/are produced by utilizing a texture mapping method.

102
103 41. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
104 ~~30claim 33~~, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
105 wrinkles is/are displayed by utilizing light colors and dark colors.

106
107 42. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
108 ~~30claim 33~~, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
109 wrinkles indicate one or more of wrinkles generated on a fabric.

110
111 43. (Currently Amended) The arm joint wrinkle displaying method of ~~claim-~~
112 ~~30claim 33~~, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
113 wrinkles is/are not displayed when said arm joint angle value indicates a 3rd
114 value.

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116 44. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
117 ~~30~~claim 33, wherein the height of said ~~one or more of arm joint wrinkles~~one or
118 more arm joint wrinkles vary in accordance with said arm joint angle value.

119

120 45. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
121 ~~31~~claim 34, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
122 wrinkles is/are produced by utilizing a texture mapping method.

123

124 46. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
125 ~~31~~claim 34, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
126 wrinkles is/are displayed by utilizing light colors and dark colors.

127

128 47. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
129 ~~31~~claim 34, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
130 wrinkles indicate one or more of wrinkles generated on a fabric.

131

132 48. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
133 ~~31~~claim 34, wherein said ~~one or more of arm joint wrinkles~~one or more arm joint
134 wrinkles is/are not displayed when said arm joint angle value indicates a 3rd
135 value.

136

137 49. (Currently Amended) The arm joint wrinkle displaying method of ~~claim~~
138 ~~31~~claim 34, wherein the height of said ~~one or more of arm joint wrinkles~~one or

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139 more arm joint wrinkles vary in accordance with said arm joint angle value.

140